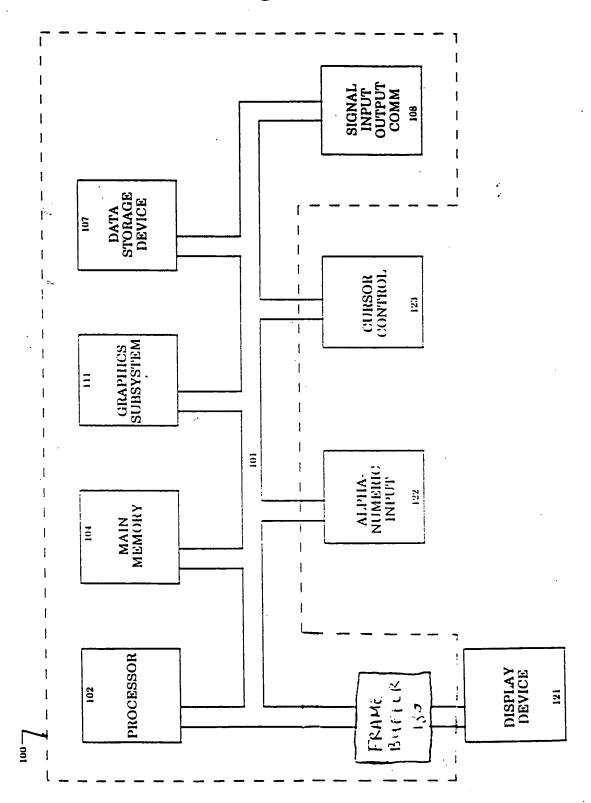
Figure 1



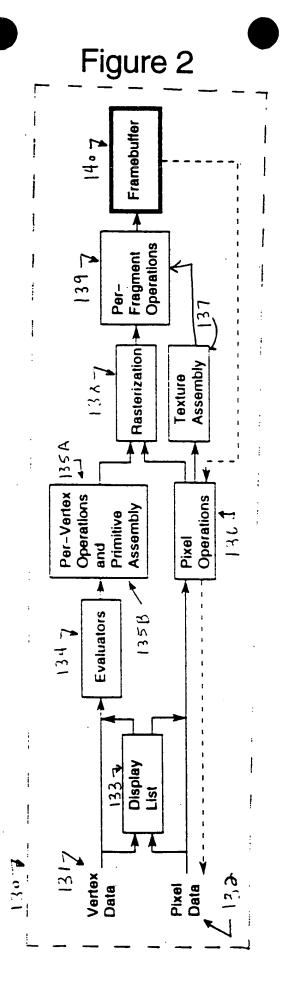


Figure 3

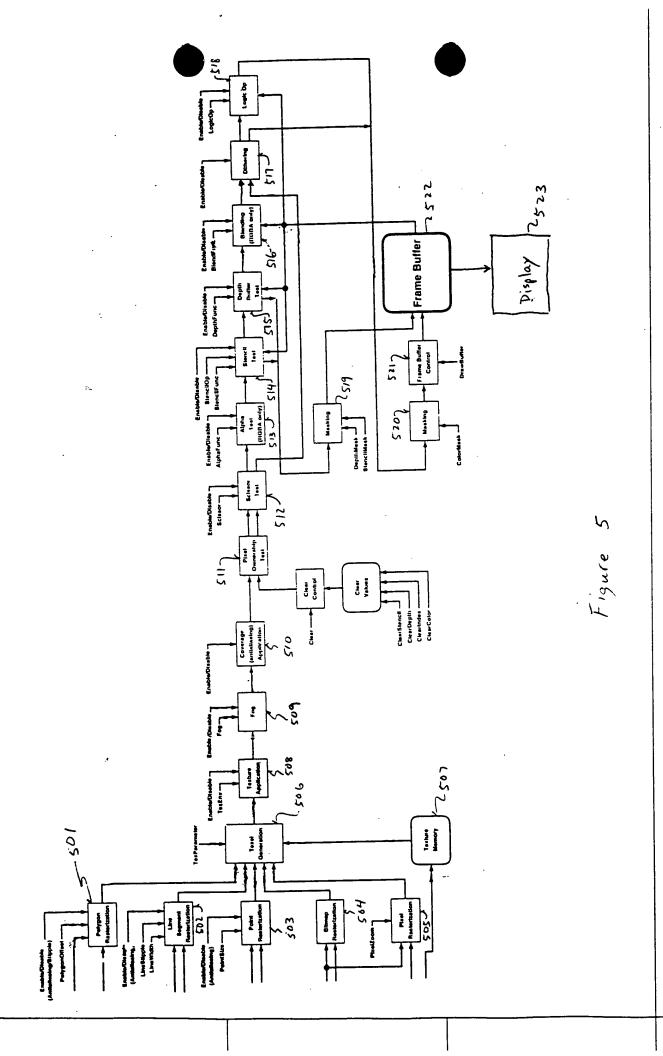
Value	Conditions **	
(-1)^s x 2^(e-16) x 1.m	00000 < e < 11111	
(-1)^s x 2^15 x 1.m	e == 11111, m! = 1111111111	
(-1)^s x 2^-16 x 1.m	e == 00000, m! = 0000000000	
zero	e == 00000, s == 0, m == 0000000000	
NaN *	e == 00000, s == 1, m == 0000000000	
positive infinity	e == 11111, s == 0, m == 1111111111	
negative infinity	e == 11111, s == 1, m == 1111111111	

^{*} NaN: "Not a number," which is generated as the result of an invalid operation and also represents the concept of "negative zero."

^{**} Extrapolation to s11e5 is readily achievable.

Evaluators	Vertices ———		
Input Conversion Current Values	Texture Coordinate Generation Lighting	404	
4 <u>05</u> Matrix Control	Clipping, Perspective.	408	
	Viewport Application Feedback 497 & Selection	Rasteriz— ation Texturing, Fog, and Antialiasing	Per-Fragment Operations: 411 412 Frame Buffer & Frame Buffer Control
	—— Primitives —		- Fragments

Figure 4





No. 5505 Engineer's Computation Pad